



New Plant-New Games-New Plans As Gremlin Sizzles Toward 1977!

"BLOCKADE," "COMOTION" TOP SIOO A DAY ON LOCATION!

or the with the second cable may since we're producing our taking work. Developing our taking work. Developing two player. Both are colorful, exciting and two player. Both are colorful, exciting appact for players per square foor work. Work our other new entries that with our other new entries that it with our other new entries that

BLOCKADE" has everybody in Engineering theoring! Our lively or upright knocked 'em dead the first time that Lane Hauck's drawing board guys weren't satisfied. They brightened the already-crisp screen action, and then sent BLOCK ADE out again, to a 100-game areade. This time the results made even frank Fogleman happy, WITH A \$100 DAY! Orders have been rolling in, and BLOCKADE is rolling off the big new line at \$401 Aero Drive just as fast as those picky folks in Gremlin Quality Control will allow.

in Grenim Quality Control will allow.

"CoMOTION" translates the nailbiting excitement (and profit potential!) of BLOCKADE to a table, formatted for two, three, or four playets.

AGAINST PLENTIFUL COMPETTION IN A KEY CALIFORNIA LOCATION, "COMOTION" EARNED \$213.50 IN TWO DAYS! The advertising sequence alone is unbelievable including PLAY-ING INSTRUCTIONS SPELLED OUT ON THE SCREEN, You'll share our enthus saam when you



BECAUSE IT'S ABOUT HALF A FOOTBALL FIELD LONG our handsome new building, behind President Frank Pogleman Actually, you can only see part of them, too — full muster at C the gang was still at our old location moving out when this pie-

\$1.5 Million Building Sets High Standard For Coin Amusements Industry

"If a thing is worth doing, it's worth doing well." Grenlin's steadfast adherence to that good old 24 karat rule has paid off with our move on September 1

into our spacious new facility at 8401 Aero Drive in San at 8401 Aero Drive in San
Diego's Kearny Mesa industrial
park area. The move culminates
a facility expansion program
that hegan two years ago. Our
landscaped, 56,000 square foot
two story plant is a honey
and it gives us three times the apace we had in our old leased quarters, several inites away.

Our new neighbors on Aero Drive are heads-up, forward-looking firms ... too! We're across the road from Montgomery Field, one of San Diego's major airports. With what we think is justifiable pride, we dedicate this first issue of Gremineus to our exciting new home

Our coin game industry's growing, your business is growing, at Gremlin we're growing to beat the band. In the competitive months ahead it's going to be increasingly important for us all to stay in close touch, to compare notes, to swap ideas. That's what Gromlines is all about. Starting right now it needs input from YOU. And you might win an L.E.L. watch . . . see Page 31

Our new Adobe Hacienda...



We've Come A Long Way, Baby...

Since those long-ago days back in '73 when battery-acid coffee and 3 AM soldering blisters kept a handful of PLAY BALL! Wizards awake over their circuit boards behind a door that opened into an alley (inset photo) Gremlin has been appeal itself to a plateau of achievement that is the talk of the industry

and the pride of Gremlin personnel, who now number more than a hundred. Our handsome new home in San Diego's sunwashed Kearny Mesa industrial park is a stimulating place in which to work, but more importantly it provides space for Gremlin to expand and grow at an even greater site in the future (see story on Page 4). In the meantime, the Gremlin gang is settling in and enjoying every air-conditioned inch of our new plant's 56,000 square feet. About that door in the alley? 8401 Aero Drive sports twenty-two doors on the front of the building

And The People Who Live In It the growing gremlin gang is loving it even without all the furniture



Receptionist
JOYCE LANGSETT
awas the cheery voice that greats you when you



SUE DRAKE is one of the T L.C.
Specialists in Len De Groot's Customer



MARGIE ANN TURNER, JEAN KIRSTEIN, and DEANN COOMBS are three reasons to envy Purchasing Manager Bob Mitchell, They're in his department



In Printed Circuit Assembly, JERRY
MARSHALL, RUBY McDADE, and
ELAINE LEWIS are the folks we can see



HAMILTON, Supervier MIKE NOLIN, JOHN GREEN and LINDA ALVAREZ



CATHY MURPHY with notebook and CAROL ROBERTS at the Computer



When you phone Marketing Director John Myers, the first helpful voice you hear usually belongs to Select



HERM JACKEL and CLEONE BILLIONE in our stock roun. There



Executive Secretary SUZANNE SWENSON tailing secretary and Frank Foglements out of lower. (That's Frank's office in the background)



Areful scruting from DOLORES
RELNAN, JOANNE BIRCH, DONNA
LOYD FERRY LARGE on Hugh



from the desk of Frank Fogleman

tooking out of my affice-with-a-view (which is a nice chappe,) I can see distant mountains, planes laking off and landing at Montgomery gield across the result our front narking let which is pretty full right new, and three windowglass labels that the workman haven't seraped off yet.

I can also see an exciting future for Gremlin, because our industry growing at a healthy clip and we have the good fortune to employ the best people in it. Their determination to make Gremlin always symbolize "the best" is just terrific.

And I can see each of you, our good customers, whose faith in Gremlin research and quality has made it possible for us to grow as fast as we have in three short years. We appreciate that faith, and we'll work very hard to keep it.

Now that we're in our big new home, we've already begun to implement our expansion plans with new games and different formats, and it's just the start. Working closely with you, we will continue to develop and produce "The Games Poople Really Play," which means games that produce maximum profits for you. At the same time, we promise that we'll never let growth compromise our reputation for quality. That's a trap into which we at Gremlin do not intend to fall.

Let us know your needs, your suggestions for improvement, and if you have them, your complaints. We're in this exciting "game" together! And again, thank you - from all of us here at the Smilin' G Ranch.

New Growth Calls Fo New Office In **New York, New York**

number is (212) 757-5508.



Trapshoot, PlayBall, Fooswall **Keep Quarters**

Clinking

THE WALLS ARE ALIVE WITH THE

While Gremlin moves in on the table and video fields with hot new formats, our important wallgames are getting plenty of attention, plenty of orders, plenty of action! (Our new facilities will make it possible to fill wallgame orders faster, by the way.)

A recent development FOOSWALL play design. The game is now available with circles, and with more detail on the clock face. Also, have been applied to the screen surface, to make FOOSWALL more

"pictorial" for operators who want it that way

The alterations are the result of input from our customers, and that's an important point. We want to hear from "the field," and we're ready to respond. Greniin philosophy is that every it can be

Now's Your Chance To Be A Newspaper Editor And You Might Win Yourself An L.E.D. Watch

This First Issue of Gremlinews is another consequence of Gremlin's growth. A newsletter is something we've wanted to get started for a long time, and with Moving Day finally behind us we realized that now we not only have the opportunity, but that it has become absolutely imperative for us to establish a regular "information conduit" between Gremlin and our operators and distributors. But it must be a two-way conduit, and we need your help. Please let us know what kinds of features you'd like to see incorporated into Gremlinews. Promotional ideas that have worked well on location?

how can we make this a VALUABLE IDEA EXCHANGE? Our plans are to settle into a regular publishing schedule as soon as possible, but we'd like to incorporate

To help you get your idea-lamp turned on, we'll award an L.E.D. watch for every suggestion we use. Fill in the coupon and s it in. Use another sheet of paper if necessar

SEND THIS IN:

Move to New 56,000 sq. ft. Plant Readies Gremlin For Expanded Game Production.



Standing there in the San Diego sunshine, Gramlin's tile roofed new plant looks like it might be a cattle baron's mansion or maybe a luxurious southern California resort hotel. Inside, it's all business... as modern as tomorrow and functionally efficient. It's also on the large side of big, and all that size isn't for show.

Gremlin's booming growth in three short years dictated the need for new quarters which would accommodate projected further expansion.

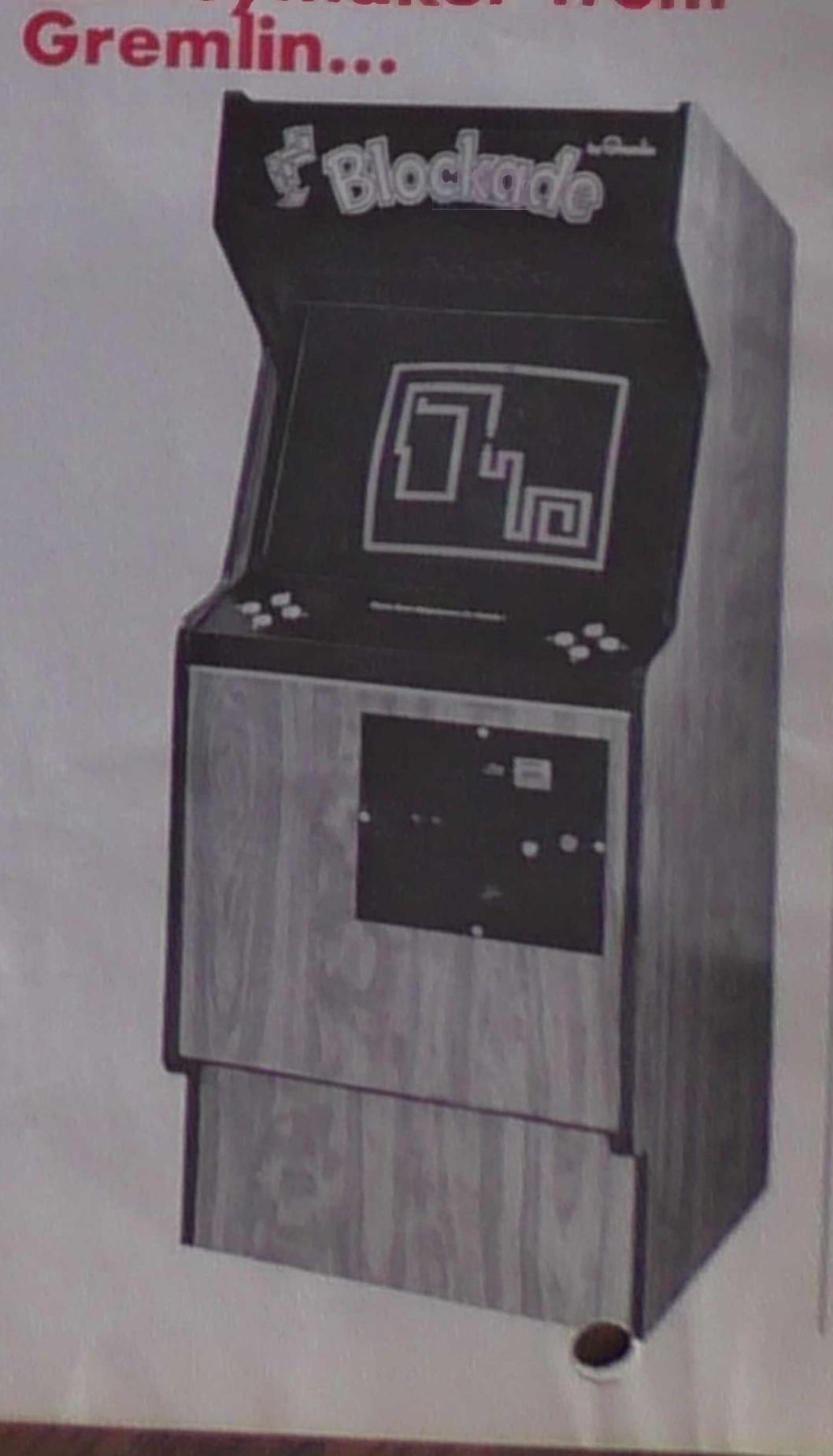
In 1975, Gremlin sales were up more than 195% over the year before. 1976 will close 300% over last year. We'll go sate 1977 with six games in production, two additional prototypes (including still another forms) going into location testing, and more parameter the Research and Development stages. The future is bright, and Lane Hauck's Engineering Department will be kept busy. So will Production, Customer Service, Quality Control Marketing, Purchasing, and Inventory Control.



PROJECT HUDDLE IN ENGINEERING, Clockwiss from L., RANDY PARENCE CHIEF ENG LANE HAUCK, BOB PECARERO, PURCHALLING MGR. BOB MITCHELL Buck to comera, V.P. GENE CANDELORE

As the months speed by, we'll be using every corner of our new "rancho," and in future issues we'll show you different de ments at work.

Exciting new moneymaker from



FIRST CLASS
Permit No.
10129
San Diego, CA

BUSINESS REPLY MAIL

NO POSTAGE STAMP NECESSARY IF MAILED IN THE UNITED STATES

IN THRU THE BACK DOOR

ON MOVING DAY

MOVING WEEK, REALLY

Postage will be paid by

Gremlin Industries, Inc.
John Myers, Marketing Director
8401 Aero Drive
San Diego, California 92123